FIGURE 1

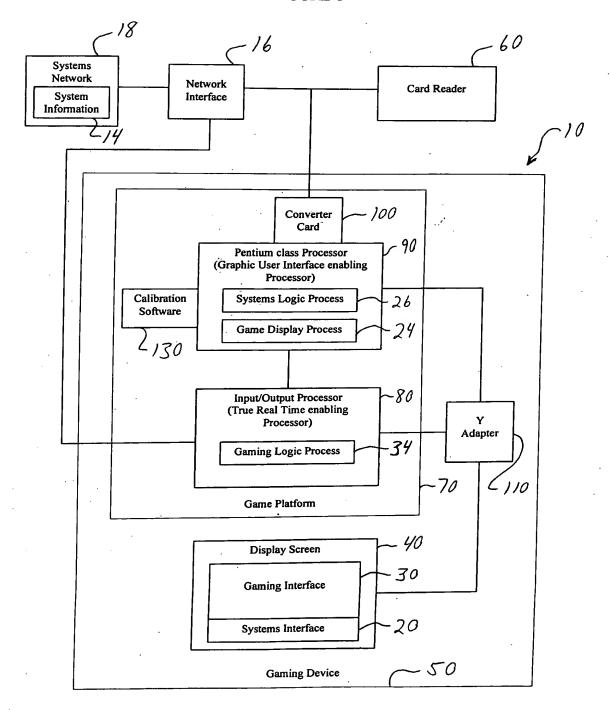
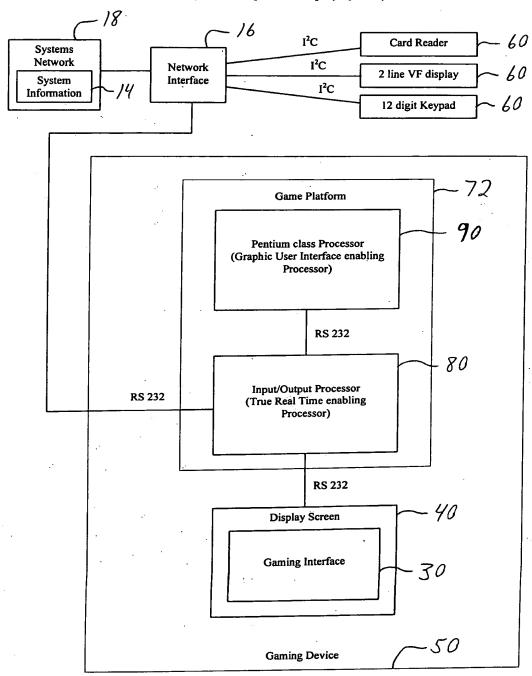
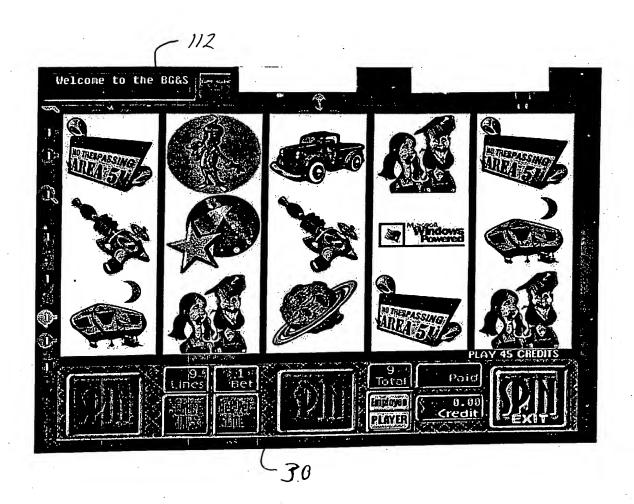
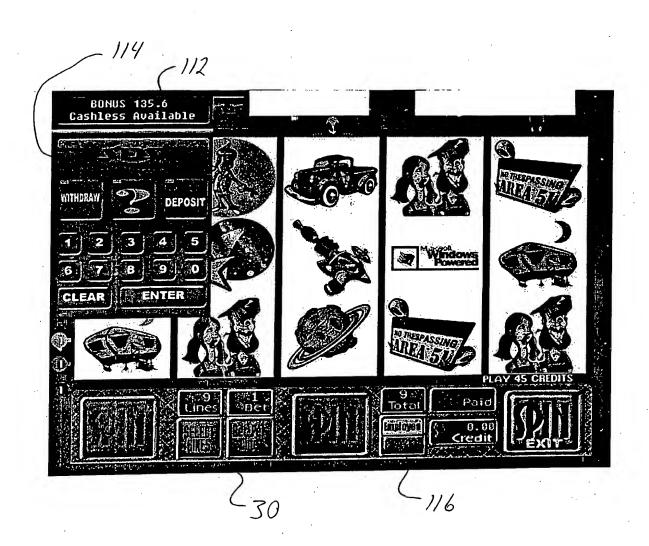
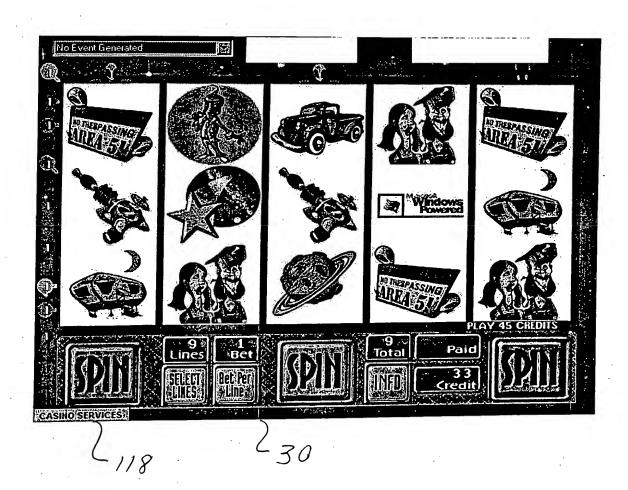


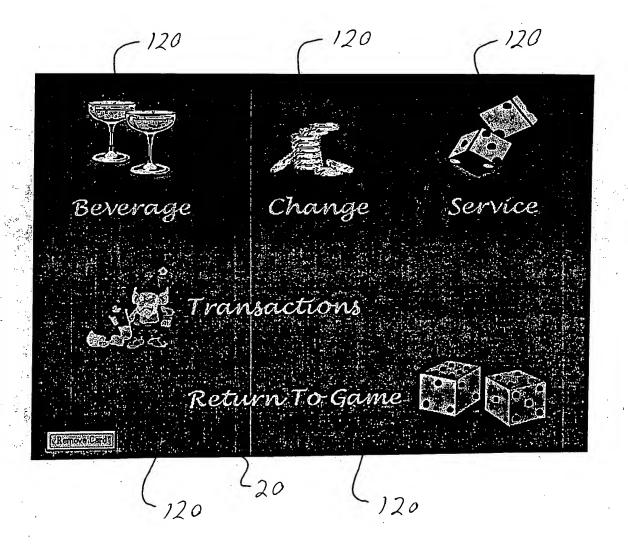
FIGURE 2 (without input and display system)











Display Indicate
Hopper
Status

Change View
Accounting
Address Meters

Enter Test Program
Mode State

Reserve Zero Alk
Machine Metery

Return To Game

